

# Software development “by the book”

Problem:

- Don't know how to design the program

Solution:

- Read the book

# A book should

- Describe how to analyze the problem
- Outline the solution
- Describe alternatives
- Give examples

# How to get there

- Pay authors
- Create blue ribbon panel
- Direct conferences
- Require retrospectives
- Fund exemplars
- Mine patterns
- Co-opt open source

# Result

- Efficient software development
- Better informed theoreticians
- New generation of tools and techniques